

Tidbits LAYMAN KINGSFORD'S Human Flavor



2 Players



10-20 min.



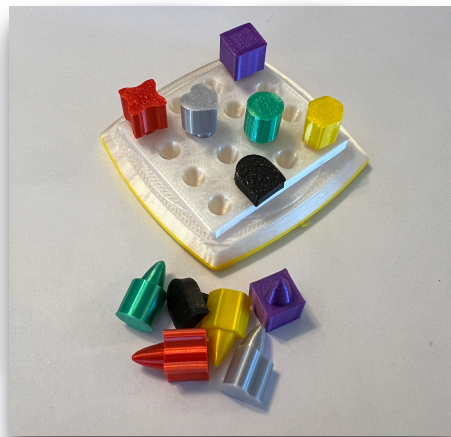
Ages 12+

PREMISE

Clans of supernatural creatures are living in plain sight among the nameless human population of BigBad City. You must help one of these clans to snatch enough humans from around the city for your wickedly cute minions to snack upon. **The first player to reach 20 snack points wins!**

COMPONENTS

2 **dice** (12mm, six-sided) • 18 polyomino **tiles** • 2 peg **boards** • 55 pegs (20 **black** gravestones, 7 each of **red**, **green**, **yellow**, **purple** & **grey**) • 4 magnetic **meeples** (2 of each clan)



SETUP

- Each player chooses a clan (color) and takes the two meeples and peg board that match
- Roll dice to see who goes first. The player going 2nd does NOT place a GRAVESTONE upon completing their first tile (but does place 2 pegs when completing their 2nd as per normal)
- Clear out the tin to reveal the score track (bottom) and the city map (lid)
- Shuffle the polyomino tiles, deal 1 to each player (face-down); then stack the remaining tiles (face-down) and reveal the top one

GAMEPLAY

1. Active player **rolls** both **dice**
2. You **MUST Move** your **meeple** on the **city** map to a different and unoccupied location that matches the result of ONE of your dice (first round they start off the map)
3. **Gain** 1 snack **peg** (if possible) equal to the result of your OTHER die as listed on the location your meeple occupies
4. You **MUST place** all gained **pegs** somewhere on your board
5. When **complete** the **polyomino** pattern on your tile, you immediately do the following:
 - **score** the tile by placing your 2nd meeple on the score track (see below)
 - **DISCARD from the GAME** the pegs that completed the tile and
 - **place** a black **gravestone** peg in **some*** of the just-vacated holes
 - **draw** a new **tile** (either the revealed one or the one from the top of the stack)
6. The next player repeats steps 1-5 until someone wins the game with 20+ points (both players should get the same number of turns, meaning if the 1st player hits 18 first, the 2nd player gets one final turn)

SCORING

1 Point per peg placed in a completed Polyomino

1 Additional Point for every peg matches its the COLOR/SHAPE of its tile placement

1 Additional Point for a peg that matches your clan color **AND** its color placement on a tile

Clan Mystic scores **1 additional point** for completing each polyomino tile that does **NOT** have a color requirement.

RULES Clarifications



This icon means you can **CHOOSE** to gain ANY color **snack** peg.



This icon means you take **1 Gravestone** peg + any **1 Snack** peg

Tile Completion: polyomino tiles are scored AS SOON AS they are completed

At any time (on your turn) you may **GAIN 1 GRAVESTONE** to your board to **+1/-1** to one of your dice (which is helpful if you can't move your meeple at the start of your turn) **OR** to **draw** an additional polyomino **tile**.

Pegs need NOT match the **color** and **position** as depicted on your polyomino tile (though they are worth additional points if they do)

Polyominos can be rotated but not mirrored to fit open spaces on your board.

Rolling doubles: choose ANY OPEN location to move your meeple to then gain the resource matching the dice result.

You may choose to **pass** your turn (if you don't want to gain gravestones to re-roll undesired or unusable results).

* **SOME GRAVESTONES:** the 1st tile you complete leaves 1 gravestone peg, the 2nd tile leaves two, the 3rd leaves three, etc. If the tile depicts a smaller shape than the gravestone requirement, place as many legs as the shape depicts.